

# GAUNTLET™



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If in two player mode, then the other player will continue the game until he dies. During this time, the other player may join back in, providing that he has any credits, by pushing in the direction of the chosen character and pressing **FIRE**.

During the game, whenever a player dies, if his score is high enough, it will be entered into the high score table for that character. At the eventual end of the game, when all the credits have been used, the high score table will be displayed with all the scores added during the last game marked as **NEW**.

#### SUMMARY OF CONTROLS

DIRECTIONAL  
BUTTON  
(D-button)



BUTTON 1    BUTTON 2

#### Control 1

D-button - Moves Player 1 up, down, left, right  
Button 1 - Player 1 Fire/Rejoin if Player dies/  
Start Player  
Button 2 - Magic (Use Potion)

#### Control 2

D-button - Moves Player 2 up, down, left, right  
Button 1 - Player 2 Fire/Rejoin if Player dies/  
Start Player  
Button 2 - Magic (Use Potion)

#### THE HEROES



##### **THOR the Warrior**

ARMOUR: Tough Skin -  
eliminates 20% of damage  
SHOT POWER: Excellent -  
twice normal power

HAND TO HAND: Excellent -  
Battle axe can destroy  
monsters and generators.  
MAGIC POWER: Poor - only  
damages some monsters.

##### **THRYA the Valkyrie**

ARMOUR: Shield -  
eliminates 30% of damage  
SHOT POWER: Poor  
HAND TO HAND: Good -  
Sword can destroy monsters  
and generators.



##### **MISKIN the Wizard**

ARMOUR: None  
SHOT POWER: Good  
HAND TO HAND: Poor - bare  
hands - cannot destroy  
generators.  
MAGIC POWER: Excellent -  
destroys all monsters and  
generators.



##### **GWSTON the Elf**

ARMOUR: Leather -  
eliminates 10% of damage  
SHOT POWER: Poor - but has  
faster shots than normal  
HAND TO HAND: Moderate -  
Dagger - cannot destroy  
generators.  
MAGIC POWER: Very good -  
destroys all monsters and  
most generators.

#### THE VILLAINS

The monsters pour out of the generators which lie throughout the dungeons. Each generator creates a specific type of monster (ie. ghosts, grunts, etc). There are three strengths of generator, the strongest producing the toughest monsters. Shoot the generators to reduce their strengths and then destroy them. Monsters too, have three strengths, the most powerful taking three hits to kill.

# GAUNTLET

## LOADING INSTRUCTIONS

### STARTING UP

1. Make sure the power switch is OFF
2. Insert Control Pad(s) into Input(s). GAUNTLET can be played as a 1 or 2 player game with control pads in either input.
3. Gently insert the GAUNTLET game cartridge into the Power Base. When properly aligned, it will slip easily into place.
4. Turn power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV and power.

**IMPORTANT:** Always make sure the Power Base is turned OFF when inserting or removing your cartridge/board.

Insert Sega Cartridge



Insert Control Pad 1

Insert Control Pad 2

## GAME BACKGROUND

### "The Ultimate Role Playing Fantasy Game"

In an evil world of magic and mystery you have been given a challenge! You must enter the darkness of the dungeons, a realm of unknown depth, where hoards of evil creatures abound. Intent on only one thing - your destruction. Ghosts, Demons, Gunks, Lobbers and Sorcerers will make your life a misery, but Death will make your life hell! You must fight to stay alive, making use of the items within the dungeons. Keys, doors, magic potions and amulets and much more. Food scattered about will keep you healthy, but beware, some has been poisoned - look carefully before eating.

The object of the game is to survive for as long as possible against the onslaught of the enemy legions and to score as many points as possible.

### STARTING THE GAME

The game is started by either player pressing either of their buttons, this will bring up the character selection screen. On the right of the screen will appear SCORE, HEALTH and 3 coins for each player. The coins represent how many credits that player has left. Whenever a player starts, joins in or continues a game 1 credit will be used. When all the credits have been used that player will play no more part in the game.

The player(s) can now choose which of the four Heroes they wish to play the game as, simply by pushing in the chosen direction and then pressing **MOVE**. (Just follow the on-screen instructions.)

Once a player has pressed **MOVE** the game moves on to the Dungeons. If in two player mode the player who did not press **MOVE** to start the game must wait until the first dungeon appears and then press **MOVE** to join in.

In a single player game, during the playing of a dungeon, a second player may join in providing he has any credits, by pushing in the direction of the chosen character and then pressing **MOVE**.

### DYING AND CONTINUE OPTION

A player dies when his health reaches '0'. If in a single player game, then the 'Continue' screen will appear if either player has a credit left. If there are no credits left then this is the end of the game.

When the 'Continue' screen appears you have 10 seconds to continue the game by choosing which character you wish to play as and then pressing **MOVE**. The game will continue from the last level played (unless it was a treasure room when a random level will be chosen) with the player's score zeroed.



**Keys** - Scores 100 points for collecting. Use keys to open doors.



**Treasure** - Score 100 points for collecting.



**Amulet** - This magic device confers invisibility on the wearer for a short time. While invisible, the monsters will not be able to see the wearer and thus will not attack.

**Traps** - These glowing patterns on the floor make some walls disappear when stepped on.



**Transporters** - Glowing reddish discs on the floor transport you to the nearest visible transporter. If several transporters are the same distance away then one will be chosen at random. There is a way to control your exit direction - can you find it?

EXIT

**Exit** - These labelled holes lead down to the next level or to a specified level.



**Doors** - If you have a key then touching a door will cause it to open.



**Bunch of Keys** - These are left behind when a player, who was holding several keys, died. The number of keys in the bunch depends on the number of keys the player was holding at death.

Treasure rooms will appear at random intervals between levels. The player(s) have a fixed time to collect as many valuables as possible and reach the exit. A bonus will only be awarded if the player reaches the exit. On most levels players' missiles do not affect the other players, however on some levels players' missiles will stun or even hurt the other player.

If players do not fight - fire or get hit for about 40 seconds then the locked doors will be opened. If another 40 seconds passes, without fighting, shooting or getting hit, then the walls will all turn into lifts.

#### HINTS AND TIPS

- Hold the **RESET** button down for rapid fire - auto repeat is built in.
- **RESET** button must be released to move.
- Shoot generators wherever possible otherwise they will generate monsters.

- Move towards monsters to fight hand to hand.
- Don't hand to hand Ghosts - very damaging to health.
- Hand to hand scores more points but monsters attack during hand to hand.
- Don't shoot food.
- Shooting potions has a lesser effect.
- Don't waste potions - they are always helpful when Death is around.
- Unless you have a potion stay away from Death.
- In a 2 player game co-operation helps survival.
- Always collect special potions - they can be very helpful.

#### HANDLING THE MEGA CARTRIDGE™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.



### Ghosts

**STAY AWAY FROM GHOSTS!** They hit you only once and disappear. One hit hurts a lot. Shoot ghosts, do not run into them.

### Grunts

Grunts will run up to you and hit you with their clubs. Either move towards them to fight them hand to hand or shoot them.

### Demons

Demons will try to shoot you with fireballs if they can and when they get close to you they will bite you as well. Fireballs hurt more than biting does. Either move towards them to fight them hand to hand or shoot them.

### Lobbers

Lobbers will try to lob rocks over the maze walls and other objects to hit you. They will also run away when you get too close to them. Try to shoot them or trap them in a corner and fight them hand to hand.



### Sorcerers

Sorcerers try to fool you by disappearing whilst moving. When they are invisible your shots go through them. Either move towards them to fight them hand to hand or shoot them.

### Death

Death will drain health from you. He will take up to 200 health and then die. The only way to kill Death is with magic. Don't even think about fighting him hand to hand or shooting him - they will have no effect!



## THE DUNGEONS

Around the dungeons are objects to collect, shoot or avoid-



**Walls** - In general walls are impenetrable, but some walls crumble when shot.



**Potions** - There are 2 types of potions, both have the same effect if collected but one of them can be shot to activate it, although this has a lesser effect than collecting and then using it.

**Special Potions** - when shot these behave as a normal potion, but when collected you will receive a special ability as follows.



**Extra Armour** - increases protection against monsters.



**Extra Magic Power** - increases effect of potions.



**Extra Shot Speed** - increases missile speed.



**Extra Shot Power** - increases effect of missiles.



**Extra Fight Power** - increases hand to hand effect.



**Extra Carrying Ability** - allows a total of 15 items to be carried instead of 10.

If you already have the ability of the special potion you collected then you will be given a normal potion.



**Feed** - Piles of food increase health by 100 points and score 100 points.



**Cider** - Acts as pile of food but will be destroyed if shot.



**Poisoned Cider** - Looks slightly different to normal cider if eaten will cause the loss of a special power, a potion or 100 health. Shooting will give 100 points.

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